



DOROTHY GOOD

Human • Female • Witch • Leader

MOV COM RAN ARC MYT WND SAN

5/7 9/8 7/7 9/8 3 20 8

CRUSHING GRASP

COM • Base • Fatigue

AFFLICTED

ARC • 10" • Bleed

LEADER

When activated this model gains +1 AP.

SURVIVOR

Any non-condition damage suffered by this model is reduced by 1, to a minimum of 1.

DIVINATION

This model gains a re-roll until the end of the turn if it inflicts WND on an enemy with Crushing Grasp.

CRACKLING ENERGIES

Enemy models inflicting non-condition WND on this model must pass an ARC defence test or immediately suffer 1 WND.

MENTAL STRAIN

The model must spend 1 MYT for each additional ARC attack after its first during its activation.

BLOOD MAGIC (FLIP)

When this model activates you may suffer 1 WND; if you do not, flip this card immediately.



30MM BASE